

4. Building Design

a. *General Intent of Building Design Standards*

New buildings in the Downtown Mixed-Use Core should draw upon the common elements of historic buildings in downtown Broken Arrow, without copying them. Examples of common elements include similar fenestration, cornice lines, building widths, masonry construction, shade awnings, and storefront facades open to the sidewalk. This will allow new structures to be seen as products of their own time, yet compatible with their historic neighbors. Examples of development that are encouraged in the downtown are presented in the Downtown Master Plan.

b. *Exterior Building Materials*

- i. Brick shall be the primary building material, along with masonry accents as traditionally found in the downtown.
- ii. Exterior Finishing Systems (EIFS) and metal shall not be used as a primary exterior building material.

c. *Ground-Floor Pedestrian Interest*

- i. The ground floor of a building shall encourage pedestrian activity by maintaining a high window-to-wall ratio. On the facade facing the street, at least forty percent (40%) of the wall area that is between three and ten feet (10') above grade shall consist of glazing.
- ii. Reflective tinted windows are prohibited on the ground floor.

d. *Upper-Floor Distinction*

The distinction between the street level and upper levels should be expressed through detailing, changes in materials, and fenestration. (See Illustration 5.16.)